SNS-BN-USA

EA SPORTS™
PRESENTS

NBA® SHOWDOWN

INSTRUCTION BOOKLET

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ELECTRONIC ARTS®

SUPER NINTENDO ENTERTAINMENT SYSTEM®

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Rob Martyn, Development Producer and 5'10" power guard (if there is such a thing) learned the game on a 7-foot basket, which irrevocably ruined his game. He is a graduate of Michigan State (home of Magic Johnson and Scott Skiles) and is one of thousands who accurately called the Bulls vs. Suns final at the start of the year.

Marc Aubanel, Assistant Development Producer, became the basketball stat expert of the development group and knows more about this year's players than their mothers do. The Quebec-raised 6-footer is working on his jump shot for next year's version.

Allan Johanson, assembly language guru and master debugger, is a natural forward at over 6', but was mistakenly born and raised in Canada, where they tried to make him play hockey. Now that his immersion in the Super NES game is finished, he may get out on the court for some actual playing time.

Doug Smith, programmer (not the starter for Dallas), helped get the latest NBA game off the ground. Starting early in the development season, he became a free agent and headed to another software company (for no future considerations at all!). We'll retire his jersey anyway—when the time comes.

Daniel Ng, country music fan and branching coder, went from NBA ground zero to leading the NBA development team in assists, fixing bugs right and left in record time. We'll take him out to the playground to let him work on his real passing game.

Dan Scott, Sultan of Stats, single handedly coded the league leader boards, crunching stats for all players and maintaining the high scorers. Dan has helped create the aura of the NBA around the game. As builder of the custom team and trading screens, Dan now knows more about the NBA stars than anyone except Marc.

Mike Smith, Lead Artist. From marbles to LaCrosse, Smokey has been a participant and fan of sports his whole life. His collection of hockey and basketball cards is the envy of 11-year-old collectors throughout North America. When he's not playing or enjoying the finer things Vancouver has to offer, sports art is his life.

Darrell Olthuis, master of NBA graphic simulation, made the starters mugs more realistic, along with the colors that make each court in the game stand up like the real things. By now Darrell has seen more of the NBA courts than he'd like, though he says he expects some free tickets to NBA games as compensation.

Theresa Henry-Smith, who had to come out late in the third period for a baby delivery (unless it was actually a basketball) provided some great art, including team logos. She also created the glass bar effect, EA Sports logo, supremo gold fonts and is currently nursing a future point guard.

Trax Damji (his name is not an anagram for Kareem Abdul-Jabbar), is master composer, synther and mixer, providing the courtly music that adds an exciting aural dimension to the NBA action.

After an illustrious career starring as the main tester in the development group, **Lee Patterson** went on to draft and coach a testing "Dream Team" which hammered away at the game, looking for every possible bug. Lee has rebounded from that effort and is managing to steal away time for testing other products here and there.

Custom Team Builder Screen

Scroll through Custom Team	**UP/DOWN**
Scroll through franchise team	**LEFT/RIGHT**
Select new player	**B**
Go to next franchise team	Button **RIGHT**
Go to previous franchise team	Button **LEFT**
Go to Pregame show	**START**

Game Screen

Start Tip Off	**START**
Jump	**Y**

DURING PLAY—OFFENSE

Pause game/Go to INSTANT REPLAY screen	**START**
Move player with ball	**UP/DOWN** **LEFT/RIGHT**
Pass	**B**
Choose receiver (while holding B)	**UP/DOWN** **LEFT/RIGHT**
Jump shot	**A**
Dunk shot (from close range)	**Y**
Marquee shot	**Y**
Fake jump shot (TAP button)	**A** or **Y**

DURING PLAY—DEFENSE

Pause game/Go to INSTANT REPLAY screen	**START**
Move current defender	**UP/DOWN** **LEFT/RIGHT**
Jump to block shot or rebound	**Y**
Control player closest to the ball (between the ball and basket)	**B**
Intercept pass or steal dribble	**A**

INSTANT REPLAY/TIME OUT

Rewind	**Y**
Forward (normal speed)	**B**
Fast forward	**A**
Frame by frame advance	**X** (Tap)
Resume game	**START**
Time Out (Offense only)	**SELECT**

WELCOME TO THE NBA

It all started in 1891, when Dr. James Naismith nailed up a bushel basket on a gym wall. Kids with nothing better to do on a winter afternoon threw a ball at it. Every once in a while the ball went in...So began the game we call basketball.

There were no pros in the early days. Nobody knew about lay ups, or dribbling, or no-look passes. If any one back then even dreamed about a Get-outta-the-wayin'-I-ain't-playin'-backboard-swayin'-game-delayin'-in-your-face-disgrace-Monster Jam, he didn't tell anybody else about it. They would have thought he was crazy.

Lucky for us, basketball has changed a lot since then. Great players came along who revolutionized the game. George Mikan's hook, Cousy's creative assists, a Russell block, an Abdul-Jabbar sky-hook, and a thundering tomahawk slam by the Doctor of Dunkology, Julius Erving, all played a part in the remarkable evolution of the sport. These guys really shook things up and helped raise the game to the level we see today. Dr. Naismith's boring school exercise has become the world's most popular indoor sport, played by the world's best athletes.

Nowhere is the game played better than in the NBA. The fierce rivalries and frantic excitement of an NBA game showcase players whose blinding speed, artistic shot-making, and awesome power constantly amaze and delight us. Each game is competitive and there's something fantastic happening almost every second. To us fans, NBA players make basketball the greatest game on the planet!

NBA SHOWDOWN—THE GAME

Every year great teams from all over the country battle for the chance to compete for the NBA World Championship. The season schedule is grueling—over 80 games. Some of the league's best players don't last to the end, succumbing to injuries or fatigue which results in poor play. And the coaches are no less vulnerable. Most seasons at least one head coach loses his job. Trades are made; deals are cut; starting lineups can change like the weather. Everyone from the franchise owners to the ball boys are butching it out to make the first cut.

It was no surprise that the handful of teams who earned a place in the 1993 Playoffs were burning with a hunger to win. Playoff series evolved into battles. The stars stepped up their play. Fans came out in full force to witness the greatest moments of the season. When it was all said and done, two-time defending NBA World Champion Chicago Bulls faced off with the Season MVP Charles Barkely-powered Phoenix Suns, who sported the league's best record, for the crown of the NBA.

Each team had proven its tenacity in the Playoffs: Trailing the ferocious Knicks two games to none in the semi-final round, the Bulls came back to win four straight. At the other end of the

Playoff Tree, Phoenix fought back to win three straight games after losing the first two to a revived Lakers squad in round 1, then duked it out with Seattle in a gutwrenching series no team deserved to lose. There was no telling what would happen in the Championship round.

The Bulls came out strong, easily winning two in Phoenix. It looked as if the experience of the World Champion would overwhelm the raw desire of the "Team of Destiny." But behind the 3-point shooting of Dan Majerle, the sharp shooting of rookie Richard Dumas and the all-around strong play of Barkely, the Suns stunned the Bulls in a triple-overtime thriller in Chicago. But the inevitable happened, as everyone knew it would. As if awakened by some unearthly power, Michael Jordan stepped back onto the floor, scored 55 points (tying Rick Barry's record of 2nd highest point total in a championship game), and lead the Bulls to a 3-1 series advantage. With Game 5 to take place in Chicago, it looked bad for the Suns.

Again, backs to the wall, the Suns hammered the Bulls, taking it to the hapless and tired-looking champions with confidence, and taking the series back to Phoenix. But again the inevitable happened. Chicago took control of Game 6, keeping the Suns at bay through three quarters of play which saw Bulls guards B.J. Armstrong and John Paxson drain a record number of 3-point field goals. The fourth quarter showed a different side of both teams. Phoenix stepped up its defensive play holding the bulls to nearly eight minutes without scoring and forcing the Bull's to commit several 24-second violations, two in the last two minutes of the game. Chicago's shooting went stone cold, while the Suns poured in basket after basket, erasing an eight-point deficit, then taking a four-point lead.

With less than a minute left, the Bulls had scored only seven points in the fourth quarter—all by Jordan. The Suns were riding a wave of confidence. The crowd was going nuts. The ball fell into Jordan's hands, and while the Suns hurried to guard Chicago's 3-point threats, he raced the length of the court for an easy layup. 98-96, Suns lead, forty seconds on the clock. Phoenix took it out. Danny Ainge fed the ball to Majerle, who missed a jumper from beyond the key. Bulls' ball. After a timeout, Chicago inbounded to Jordan, who passed nearly the length of the court to Scottie Pippen. Pippen, who had a clear lane to the hoop, dished off to Horace Grant who drew a swarm of Suns. Without pause, Grant kicked it out to Paxson just beyond the 3-point line. Paxson was all alone. The clock showed six seconds. In one motion he caught the ball and shot. *Swish.*

With less than four seconds on the clock, the Bulls had retaken the lead, 99-98. But Phoenix had one last chance. Many teams have scored with less than four seconds on the clock. It wasn't over. The Suns inbounded to slashing guard Kevin Johnson, who with a lightening stutter step, beat Horace Grant and drove for the hoop. But Grant reacted and, as Johnson drove past him and leapt into the air for what looked like an unmolested scoop shot, he put all five fingers on the ball. Stuff. Buzzer. The Chicago Bulls—only the third team in the history of the NBA—had won a third consecutive NBA World Championship!

NBA SHOWDOWN pays tribute to the great NBA World Championship Series of 1993. But our game includes all of the NBA's 27 teams and their players. From the stellar Boston Celtics to the upstart San Antonio Spurs, this game puts every player and his statistics in the palm of your hand. Take the already legendary Shaquille O'Neal to the hoop for his signature Gorilla Slam. Work up a slick perimeter passing game with the quick-footed Warriors. Play an entire season and, if you're good enough, take your team to the Playoffs. NBA SHOWDOWN tallies each player's statistics and provides you with lists of league leaders. Find out who's hot and who's not. You can even trade players, customize your own team, and, if you're a masochist, you can customize your opponent, too.

You have to start somewhere, usually at the bottom. But that doesn't mean you have to stay there. So if you're ready to stand up with the big boys, stretch out, pump up those shoes, and fire it up!

TIP OFF

FIRE IT UP—HOW TO GET STARTED

Follow the steps below to start jamming with the NBA on your Super Nintendo Entertainment System®.

Everyone knows that playing basketball is a lot more fun than reading about it. In fact, after you look at the numbered start-up instructions in FIRE IT UP, you can probably figure out most everything you need to play just by looking at Summary of Commands on page 1. Come on, let's take it to the hoop.

1. Flip OFF the power switch on the Super NES®.

Never insert or remove a game pak when the power is on. Don't risk shredding your game pak. Make sure a Controller is plugged into Port 1.

2. Insert NBA SHOWDOWN into the slot on the Super NES. To lock the game pak in place, press firmly, but don't force it.

3. Turn ON the power switch.

The EA Sports logo appears. If you don't see the logo, begin again at step 1.

4. The NBA SHOWDOWN title screen appears. Press **START**.

The Game Set-Up screen appears.

SETTING UP THE GAME

The Game Set-Up screen is where you set up the parameters for the kind of game you want to play.

- Control Pad **UP/DOWN** to highlight the options.
- Control Pad **LEFT/RIGHT** to cycle through the choices for the selected option.

If you want to use the game's default settings and play a game right now, you can press START and move on to the pregame show. Read the stuff about game options another time.

GAME SET-UP SCREEN

OPTIONS

NOTE: Initial DEFAULT SETTINGS are in bold type. Once you play the game and turn the Super NES off, the last settings you programmed appear as default settings.

GAME MODE

Pre-Season: Play a game where the outcome affects neither the season standings nor the playoff standings.

Season: Play a full season with any team against the SUPER NES. Team standings and league leading players' statistics are maintained throughout the season.

Playoffs Enter the playoffs with any team against the SUPER NES. Play until you're knocked out of the Playoffs, or take home the championship. For more information, see Entering the NBA Playoffs, page 23.

Continue Restore a saved season or playoff. Statistics, standings remain intact.

PLAYER SELECT

ONE PLAYER: Play against the SUPER NES. 1 Player is automatically set when you play a PLAYOFF or SEASON game, but you can select 2 PLAYER CoOp.

2-PLAYER Vs.: Play against a friend. Make sure the second Controller is plugged into Port 2. (PRE-SEASON mode only)

2-PLAYER CoOp: Play with a friend as teammates. Make sure the second Controller is plugged into Port 2.

PLAYERS 1 & 2

This is where you (and a friend if you're playing with or against one) choose your team(s). You can choose any franchise team or the East and West All-Star teams. You can even customize your own team in Pre-Season mode! (See Custom Team Builder on page 9.)

PLAY OPTION

ARCADE: (PRE-SEASON and SEASON mode only) Fast-paced basketball. The players never tire, and they can't foul out.

SIMULATION: Players fatigue and you must substitute them. (Check the rating at HE on the Player Statistics screen) Fouls count.

4 = Player is well rested, in top form.
3 = Player has tired, but is still strong.
2 = Player is fading fast, slows down, shots miss the mark: sub now or pay later!
1 = Player is on the verge of collapse: you've waited too long. Sub!

In a big game you'll need to give your players a rest or risk getting blown out of the arena by your opponent's well-rested subs. Also, while in Simulation mode, the SUPER NES keeps track of fouls, and your players can foul out of a game.

NOTE: Shorter period games in SIMULATION mode require you to substitute players more frequently. You may want to play 2- and 5-minute period exhibitions in ARCADE mode.

PLAY LEVEL

EXHIBITION: Players aren't quite as quick or aggressive as they become at other levels. Referees take it easy on foul calls. Opponents take fewer shots. They also steal the ball less often and get fewer rebounds. This is a good place to start practicing for your run at the Championship.

REG-SEASON: This skill level is for intermediate players. The refs call a tight game, and opponents play tough.

SHOWTIME: The stars come out, big time. Play is fully charged. The pace of the game heats up, and all the players crank it up a notch. The action is fierce, and body contact has a way of becoming body collision. The ref cuts you no slack. Opponents play as hard as their stats and bench allow. SHOWTIME is automatically set if you are playing a PLAYOFF game.

PERIOD LENGTH

12 MINUTES: Or choose 2-, 5-, or 8- minute periods. The team with the highest score at the end of 4 periods wins. In the event of a tie, you play a five minute overtime period (2-minute period games play a 2-minute overtime period). You keep playing overtime periods until there's a winner.

MUSIC

STEREO: For monitors with stereo speakers. The music plays in between games and at halftime. There is no music during actual game play.

MONO: For monitors with one speaker.

OFF: No music.

INJURIES

OFF Injuries are automatically set to OFF in Arcade mode

ON: The big risk of playing hard, a player can be injured for up to seven games.

Custom Team Builder

Ever wonder what it might be like to play a team of Michael Jordan clones against a team of Charles Barkley clones? Well, wonder no longer. EA Sports is proud to present the all-new All-Star machine: The Custom Team Builder.

The Custom Team Builder lets you build your own "Dream Team" populated with the best of the best—your choice from the starting five of 27 NBA teams.

NOTE: The Custom Team Builder is available in PRE-SEASON mode only. If both players select Custom Slammers or Custom Jammers, Player 2 cannot customize his team; he must use the same team customized by Player 1.

To Custom Build your team, first bring up the Custom Team Builder:

1. From the GAME MODE option, Control Pad **LEFT/RIGHT** to highlight PRE-SEASON.
2. At the Game Setup screen, Control Pad **DOWN** to highlight PLAYER 1.
3. Control Pad **LEFT/RIGHT** to select CUSTOM SLAMMERS or CUSTOM JAMMERS.
4. Press **START**.

CUSTOM TEAM BUILDER

The Custom Team Builder screen appears.

5. Press the Left or Right button to cycle through franchise teams.
6. Control Pad **UP/DOWN** to highlight the player in the Custom Team you want to replace.

7. Control Pad **LEFT/RIGHT** to highlight the franchise team player you want to play on your Custom Team.

8. Press **B** to place the player on the Custom Team.

Repeat until you have built your dream team, then press **START** to go to the Pre-Game Show.

THE EA SPORTS™ PRE-GAME SHOW

After you've chosen teams, the Pre-Game Show begins and the EA Sports announcers introduce the game and the starting lineups, up close and personal. Often the Pre-Game Show contains important information about the competitors, such as who's hot and who's hurt.

- To view the next Pre-Game Show screen press **B.**

- To bypass the Pre-Game Show screens and go to the Game Starters screen, press **START.**

STARTING FIVE

- To go to the Substitution screen, press **START.**

- To see more stats press the Left or Right button.

- If you want to give a surprise start to one of your bench players, see Substitutions under Time Outs, Substitutions, and the Stats Screens (page 27) to change your starting lineup.

STATS/SUBSTITUTIONS SCREEN

- When you're ready to play the game, press **START.**

- Press **START** again to begin the tip-off.

- When the ball goes into the air, press **Y** to direct your big man to go up after it. You want to control the tip if you can. Remember the old saying, "You can't score without the ball."

HINT: Don't be over-anxious. Wait until you see the ball before you press **Y**.

PLAYER CONTROLS

The team with the ball is the offense; the other team is the defense.

OFFENSE

You always control the man with the ball. He's over the red star. If you're playing with a friend, Player 2 controls the man over the green star.

Moving and Dribbling

Press the arrow on the Control Pad that matches the direction you want your player to move. He'll move and dribble as long as you hold down the arrow. When you let up on the Control Pad he stops moving, but he'll keep dribbling in place.

If a defensive man is really up in your face, you can press **Y** quickly BEFORE you start dribbling to pump fake and get the defender off his feet. Maybe then you can move your guy around him and drive to the hoop. (See Shooting, page 12, for more information on faking a shot.)

When your man wants to pass the ball to another player, fake a shot, or shoot the ball at the

basket, he stops dribbling. Once he stops, he can't dribble again, or the refs will call traveling (*see Fouls, Violations, and Turnovers).*

Passing

- To pass the ball to another player, press **B**. This automatically passes the ball to the player who is both closest to and facing the passer. When he catches the pass, he gets the red star. Now you're controlling him.

- To pass to a particular player, press and hold **B**, then Control Pad **UP/DOWN/LEFT/RIGHT** to move the brown star under that player. Release **B** to pass the ball to that player.

Shooting

- To shoot a jumpshot with forward momentum, to fake a jumpshot (quick press and release), to drive, or to execute a marquee shot, press **Y**.

- To shoot a jumpshot without forward momentum, or to fake a jumpshot (quick press and release) press **A**.

How well your player shoots the ball depends on four things:

1. *His statistical record.*
Players with high shooting percentages make more baskets than players with low shooting percentages. It's as simple as that (see Team and Player Characteristics and Time Outs, Substitutions, and the Stats Screens, page 27). If you need some points quickly, get some guys on the floor who can shoot the rock.

2. *What type of shooter he is.*
Guards and Forwards typically are more successful from longer range and have more moves to the hoop than centers. All players in NBA SHOWDOWN have been modeled after their real life counterparts as realistically as possible.

3. *How closely he is being guarded.*
Try to shake off the guy who's guarding the shooter. It's tough to hit the bottom of the net when the defender is up in your man's face. The more open your player, the better his chances of burying the shot.

4. *How healthy the player is.*
The higher the player's health rating, the better chance he has of making the shot.

Once you tell a player to shoot, he decides how to complete the shot. The game statistically determines what the player's best percentage shot is, checks out how closely he is being guarded, and then tells him to execute. Say a player is a few feet out from the basket: Ewing might baby hook, Mullin might take a short jumper, Jordan might go for the slam, and Shaq might finger-roll it in. *Right!*

Marquee Shots

- Marquee shots are difficult to perform and are most likely to occur in and around the lane. To execute a marquee shot, move the player into the lane and press **Y**.

Every cager tries to develop a favorite move—one nobody can imitate, one that is nearly indefensible, one tailored to his size and ability. We've captured some of the most dramatic, gravity-defying one-on-one moves history has ever witnessed: Jordan's "Kiss the Rim", Robinson's "Windmill Slam", and Pippen's "Off The Glass Slam" to name a few. Most teams have one or two star players who perform marquee shots—trademark dunks or lay-ups—they'll hit from a certain spot on the court. The following lists those special players and their stunning moves.

PLAYER	TEAM	MARQUEE SHOT
Wilkins	Atlanta	Alley Oop
Lewis	Boston	Fake Drive Two-Hand Slam
Brown	Boston	Spin Layup
L. Johnson	Charlotte	Hang On The Rim
Mourning	Charlotte	Double Pump Two-Hand Slam
Jordan	Chicago	Kiss the Rim
Pippen	Chicago	Off the Glass Jam
Daugherty	Cleveland	Windmill Slam
Jackson	Dallas	Spin Layup
Dumars	Detroit	Spinning Jump Shot
Thomas	Detroit	Fake Pass Layup
Mullin	Golden State	Spinning Jump Shot
Hardaway	Golden State	Crossover 360
Olajuwon	Houston	Windmill Slam
Miller	Indiana	180 Slam
Manning	L.A. Clippers	Double Pump Jam
Threatt	L.A. Lakers	Fake Pass Layup
Worthy	L.A. Lakers	Fake Drive Two-Hand Slam
Miner	Miami	Around the World
Long	Miami	180 Scoop Slam
Laettner	Minnesota	Spinning Jump Shot
Coleman	New Jersey	Alley Oop Slam
Anderson	New Jersey	Crossover 360
Starks	New York	Fake Layup Slam
Ewing	New York	Windmill Slam
O'Neal	Orlando	Gorilla Slam
Barkley	Phoenix	In-Your-Face Slam

K. Johnson	Phoenix	Windmill Finger Roll
Drexler	Portland	180 Scoop Slam
Kersey	Portland	180 Slam
Richmond	Sacramento	Fake Layup Slam
Robinson	San Antonio	Gorilla Slam
Elliot	San Antonio	Around the World
Kemp	Seattle	Bounce Ball Slam
Payton	Seattle	Windmill Finger Roll
Malone	Utah	Off the Glass Jam
Stockton	Utah	Fake Pass Layup
Ellison	Washington	Hand on the Rim

Shot-Clock

In NBA basketball you have 24 seconds from the time you bring the ball in bounds to get a shot off. If the ball does not strike or clear the rim within 24 seconds, the referee calls a shot clock violation and the other team gets possession of the ball.

You'll hear one of your fellow players yell "Shoot it!" or "Put it up!" when the shot clock runs down to five seconds.

The shot-clock that keeps track of how many seconds you have left to shoot appears at the bottom center of the screen. When there are less than 24 seconds left in the half, the shot clock shows the time remaining in the half.

Free Throws

No defender trying to shove the ball back into your face, no running or jumping. Just you, the hoop and the ball. But who says they're free? NBA SHOWDOWN features the T-Meter™, a free throw gauge which lets you "aim" your shot just like the pros.

T-METER

The T-Meter appears on the screen with your player at the line. A basketball cursor moves back and forth along the horizontal bar. This bar controls the Left/Right aim of the shot.

- When the basketball cursor moves through the white zone, press **A** or **Y** to stop it.

Then a basketball cursor begins to move up and down in the vertical bar. The vertical bar controls the strength of the shot.

- When the basketball cursor moves through the white zone, press **A** or **Y** to stop it.

The speed with which the basketball cursor travels within the T-Meter is based on the actual Free Throw Percentage of the player at the line. The better the Free Throw Percentage the player has, the slower the basketball cursor travels.

HINT: Try to stop the ball as close to the center of the white zone as possible. The closer to the center the ball stops, the more accurate your free throw.

When both balls have stopped in their bars, the player shoots the ball.

Offensive Tips

Give your big men the ball in the paint so they can shoot from close range. The air gets thin for most of these big guys when they get beyond the free-throw line.

Move the ball quickly. That means, catch and drive, dish a pass, or catch and shoot. Use your speed.

If a defender is blocking the lane, you may want to hit **A** instead of **Y** for the jump shot, just to make sure you don't give the ref the opportunity to slap you with charging.

If you're having trouble getting around the defender (some of these guys will climb all over you), back up a bit before driving. This will make some space between the two of you, and you can blow right by him.

DEFENSE

As on offense, you control the player over the red star.

When you're playing in 2-Player Co-op mode or 2-Player Vs. mode, Player 1 controls the defensive man over the red star, and Player 2 controls the man over the green star.

Switching Defenders

- To take control of the defensive man closest to the ball (between the ball and the basket), press **B**.

- To move the defender you're controlling, press the Control Pad in any direction. He'll only follow the action with his eyes unless you help him.

Just as you control shooting on offense, you can send a defender to double-team the ball or get in position to block out for a rebound if you want.

Stealing

When your defensive man is guarding the guy with the ball, you can try to steal it from him or block his shot.

- To try to "rip" the ball from an opponent, press **A**.

You have to be close to the man with the ball to pull off a steal, but don't be too aggressive. The refs watch closely, and they may call a foul. If a player fouls out, he'll have to spend the rest of the game riding the pine (in SIMULATION mode).

Blocking Shots

- To try to block a shot, press **Y**.

Your man has the best chance of blocking a shot if he is directly in front of and facing the shooter. In fact, get right up in his face. To block the shot, press **Y** as the offensive player rises to shoot.

NOTE: Pressing the Control Pad while blocking the shot lets the player glide toward the shooter.

Defensive Tips

If you just can't seem to stop the opposition from dunking and scoring lay-ups, try getting a defender up on the opponent bringing the ball down court before he reaches the top of the key. That way you can block his lane and force him to dish the ball off to a teammate.

Also, try to get your center positioned down court and in the paint as soon as possible. He'll take up some room in the lane as well.

If you've just scored and the half is drawing to a close, closely guard the player with the ball. He'll have a harder time getting it down court (increasing the likelihood that time will run out before he gets a good shot off) and you'll be right there if he does get the chance to shoot. If he passes, press **B** to move the red star under the defender closest to the player with the ball.

PLAYING A SEASON

NBA SHOWDOWN features full season league play. Now you can see your team through an entire season and, if you're good enough, take them to the playoffs, where you'll fight it out with the cream of the crop for the NBA Crown. Each player's statistics are tallied and saved throughout the season. League leaders in the vital statistical categories are listed. You can even trade players!

- **To Play a Season:**

1) Control Pad **LEFT/RIGHT** to highlight SEASON in the GAME MODE option.

2) Set up the remaining options, then press **START**.

NOTE: Only one player (two players in 2-Player Co-Op) can participate in SEASON play. PLAY LEVEL is restricted to REGULAR SEASON or SHOWTIME.

SEASON CALENDAR

The Season Calendar appears. On it are the dates of your team's games. Dates in red print denote home games; dates in white print denote road games.

Playing the Season Opener

Press **START** to go to the season opener. The EA Sports Pre-Game Show begins. Season games are played just like Pre-Season games. (*To learn more about starting the game, see* The EA Sports Pre-Game Show on page 10.)

OPTIONS MENU

Season Options

From the Season Calendar you can perform several options.

- Access the Season Options Menu: Press **A**.

Back to the Calendar

Press any button to return to the Season Calendar.

- View previous or next month's schedule: Control Pad **LEFT/RIGHT**.

Save Season

NBA SHOWDOWN lets you save up to three seasons-in-progress or playoffs-in-progress. All stats, standings, injuries, streaks and slumps are saved until the season's end but not through the playoffs.

After playing a SEASON game, press **START** to move to the SUBSTITUTION screen, then press **START** again to move to the SAVE SEASON screen.

SAVE SEASON

1) Control Pad **UP/DOWN** to highlight the season you wish to override, then press **SELECT**. The old season is erased, and the new season is saved.

2) Press **START** to return to the Season Calendar.

NOTE: You cannot save during a game in progress.

- **To Load a saved season:**

1) Select CONTINUE from the GAME MODE option on the Game Set-Up screen, then press **START**.

The Load Season screen appears.

2) Control Pad **UP/DOWN** to highlight the season you want to load, then press **SELECT**

Press **START** to go to the Season Calendar.

Standings

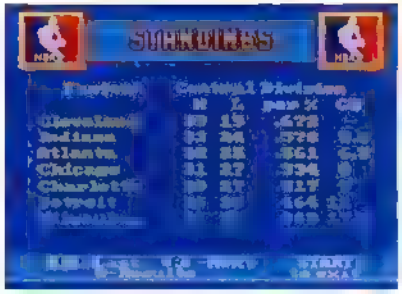
The EA Sports team records each division's standings, record, winning percentage and games behind the first place team.

- View the Standings:

1) From the SEASON OPTION menu, press **A**.

2) Control Pad **DOWN** to highlight STANDINGS.

3) Press any button.



STANDINGS SCREEN

The Standings screen appears. From this screen you can check out the races for playoff berths in each conference and division. And you can check out the day's scores around the league. After 40 games, teams that have currently qualified for a playoff appear in gold.

- View standings of other divisions: Press the Left or Right buttons.
- View the day's results: Press **B**.

Press **START** to exit to the Season Calendar.

Trade Players

NBA SHOWDOWN lets you trade players during the season. Only starters can be traded, and all players are valued equally. In other words, you can't trade two bench players for one starter.

- Trade a player:

1) From the SEASON CALENDAR, press **A** to move to the OPTION menu.

2) Control Pad **DOWN** to highlight TRADE PLAYERS, then press any button.

The Trading Board appears.

TRADING BOARD

3) Control Pad **UP/DOWN** to highlight the player on your team you want to trade.

4) Press the Left or Right button to select the team from which you want to take a player.

5) Control Pad **LEFT/RIGHT** to highlight the player you want to acquire.

6) Press **B** to make the trade.

Press **START** to return to the Season Calendar.

League Leaders

The EA Sports crew keeps you informed of who's hot and who's not, keeping up-to-date stats of every player in the league and presenting you with the league leaders in several categories. If one of your players is good enough, you can look for him on the charts, then track him as he makes his way to the top. Your team's players are highlighted in green.

A player must meet the following requirements to be considered as league leaders.

Points Per Game: A player must average at least 12 points per game.

Free Throws: A player must make an average of at least three attempts per game.

Three Point: A player must make an average of at least one attempt per game.

Rebounds, steals and blocks are tallied without criteria.

NOTE: League Leaders playing for other teams show statistics for full-length games. If a player on your team is among the league leaders in a category and you want to see if he can retain his position, be sure to play 12-minute periods.

- View the League Leaders.

1) From the SEASON CALENDAR, Press **A** to move to the SEASON OPTION menu.

2) Control Pad **DOWN** to highlight LEAGUE LEADERS.

3) Press any button.

The Points Per Game screen appears.

POINTS PER GAME

- To scroll: Control Pad **UP/DOWN**.

- To view league leaders in other categories: Press the left or right buttons.

Press **START** to return to the Season Calendar.

Season Simulation

The NBA season is a grueling epic. If you don't want to play each game, you can simulate any game. In fact, you can simulate an entire season up to the playoffs.

- Simulate a game: Press **B**

You can review the results from around the league by selecting STANDINGS then RESULTS.

When you simulate a game, the score of the game, based on the actual team statistics from the 1992-93 season, appears beneath the Season Calendar.

At the end of the season, you either enter the playoffs or get kicked back to the Game Set-Up screen.

ENTERING THE NBA PLAYOFFS

Choose a team from either Conference and try to take it all the way to the NBA championship. Remember: In playoffs it's you (or you and a friend) against the SUPER NES.

There are two ways to enter the playoffs: by selecting PLAYOFFS from the Game Set-Up screen or by qualifying in season play.

Entering the Playoffs From the Game Set-Up Screen

- Select PLAYOFF under Game Mode on the Game Set-Up screen. (Control Pad **UP/DOWN** to highlight to Game Mode; then Control Pad **LEFT/RIGHT** to toggle the choices.)

NOTE: Custom and All-Star teams are not available in PLAYOFF mode.

This automatically sets the play level to SHOWTIME. You can still choose ONE PLAYER/2 PLAYER CO-OP, PLAY OPTION, PERIOD LENGTH, MUSIC and INJURIES.

- When you have set up the playoffs, press **START** to continue. Skip ahead to The Playoff Tree below.

Saving the Playoffs

NBA SHOWDOWN lets you save up to three playoffs-in-progress. All stats, standings, injuries, streaks and slumps are saved.

- Save a playoff immediately after a playoff game:

After playing a PLAYOFF game, press **START** to move to the SUBSTITUTION screen, then press **START** again to move to the SAVE SEASON screen.

1) Control Pad **UP/DOWN** to highlight the playoff or season you wish to override, then press **SELECT**. The old season or playoff is erased, and the new playoff is saved.

2) Press **START** to return to the Playoff Tree.

NOTE: You cannot save during a game in progress.

- **Load a saved playoff:**

1) Select CONTINUE from the GAME MODE option on the Game Set-Up screen, then press **START**.

2) Control Pad **UP/DOWN** to highlight the playoff you want to load, then press **SELECT**.

Press **START** to go to the Playoff Tree.

Playoff Tree

The NBA Championship Playoff tree shows the match-ups for the whole Playoffs. These match-ups only change when you enter a new Playoff.

- View the rest of the tree: Control Pad **UP/DOWN/LEFT/RIGHT**

Your team logo is blinking. In first round action, the team you're playing against is in the adjacent box. In subsequent rounds, the team you're playing against is connected to your team by a bracket.

- Press **START** to move to the Pregame show.

The EA Sports Announcers introduce the game and the starting lineups. Press **B** to show more text.

- Press **START** to go to the Starting 5 screen.

- Press **START** to go to the Substitution screen.

The Substitution screen appears just like in a non-tournament game. You can make player substitutions if you want to.

- Press **START** to move to the tip-off.

IMPORTANT INFORMATION

End of Each Period

At the end of each period during a game, the Substitution screen appears, letting you make substitutions and check out the current foul situation (see Timeouts, Substitutions and the Stats Screens on page 27 for details on this screen).

At Halftime

During halftime the EA Sports' Ron Barr and K. C. Darty highlight the game's key players. Then they send you back to the Substitution screen so you can check team performance and make any substitutions you want

- To view more text at the Halftime screen, press **B**.

- To go directly to the Substitution screen, press **START**.

- Press **START** to return to the second half of the game.

End of the Game

At the end of a PRE-SEASON game the EA Sports announcers give you the final score and report on the game's stars.

- Press **B** to advance through the EA Sports Announcer screens.

The Final Stats screen appears so you can check out each player's stats for the game.

- Press **START** to go to the Game Set-Up screen for another round of action.

At the end of a SEASON or PLAYOFF game, the EA Sports announcers give you the final score, and report on the game's key players.

- Press **B** to advance through the EA Sports Announcer screens.

The Final Stats screen appears so you can check out each player's stats for the game.

- Press **START** again to go to the Save Season screen. (*To learn more about saving a Season, see Continuing the Playoffs below.*)

Continuing the Playoffs

- From the Save Season screen, press **SELECT** to save the playoffs, then press **START**.

The Playoff Tree screen appears. Press **START**, and Ron Barr introduces the next game.

End of the Round

If you lose the round, you're taken out of the tournament and returned to the Game Set-Up screen. The first round of the EA Sports NBA Championship is the best of five games. Subsequent rounds are the best of seven games.

When a round is completed, the winning team's logo is advanced to the next bracket of the tournament tree. Press **START** to start playing in the next round against a new opponent.

If you win it all, your team logo appears in the World Champion screen.

After receiving high-fives from your friends and neighbors, and gloating for an appropriate period of time, press **START** or Reset to play again.

FOULS, VIOLATIONS AND TURNOVERS

Fouls

An offensive player gets to take free throws when:

- The defense commits 5 or more team fouls per quarter (2 free throws).
- He's fouled in the act of shooting, and the shot misses (2 free throws).
- He's fouled in the act of shooting, and the shot goes in (1 free throw).

For more information on free throws turn to *Free Throws* on page 14.

Violations and Turnovers

The offense turns the ball over to the other team when the ref calls any of the following violations :

- **Traveling**. When your man wants to pass the ball to another player, take a shot, or shoot the ball at the basket, he stops dribbling. Once he stops, he can't dribble again, or the refs will call traveling. You can't move him with the Control Pad. If you do it's double-dribble and he gets called for traveling.
- **Charging** (offensive foul). You can't run into a defensive player who's set
- **24 second shot clock violation.** From the moment you inbound the ball you have 24 seconds to get off a shot (one that hits the rim at least—blocked shots don't count!). You must shoot the ball to reset the clock. The 24 second shot clock is in the bottom middle of the screen.

- **10 second backcourt violation:** You can't stay in the backcourt killing time. You must cross the Half-Court line within 10 seconds.
- **Backcourt violation:** Once you advance the ball over the halfcourt line, you can't take the ball back over the halfcourt line in the reverse direction.
- **5 second inbound violation:** You have 5 seconds to get the ball into play.
- **Out of bounds:** When the ball or the player with the ball leaves the boundaries of the court, the ref calls "Out of Bounds."

TIME OUTS, SUBSTITUTIONS, AND THE STATS SCREENS

Time Outs and Substitutions

When you need a rest, or if your guys are in danger of getting blown out of the stadium by the other team, press **START**. This pauses the game and lets you catch your breath. If your team has the ball and you think you need to make a substitution, you may want to call an official time out.

- To call an official Time Out, press **START**; then press **SELECT**. You must be in possession of the ball to call a time out.

Each team gets five time outs per period. Unused time outs from one period don't carry over to the next.

- To make a substitution during play, press **SELECT** when a foul or violation has been called on the court, or call Time Out.

The Substitution screen appears.

SUBSTITUTION SCREEN

- To Substitute a player:

1) Control Pad **UP/DOWN** to highlight the player you want to take off the floor.

2) Control Pad **LEFT/RIGHT** to highlight the player you want to put in the game.

3) Press **B** to substitute the players.

Statistics

The following are the statistics available to evaluate your players' performance:

NO.	Jersey number
WT	Weight (displayed in ARCADE MODE only)
POS	Position. C = Center, G = Guard, F = Forward.
HT	Height
FOUL	(SIMULATION mode only). A player with 6 personal fouls is disqualified from the current game. Offensive fouls (charging for example), are included in this total of six.
HE	Health. Fatigue affects player performance only in SIMULATION mode. Players with 4 rating are at full strength. As the player fatigues, the number decreases. When a player's fatigue rating drops to 2, he becomes noticeably slower, loses height from his vertical leap, and his shooting accuracy decreases.
FGA	Field Goals Attempted: How many shots, excluding free throws, the player has attempted.

FG	Field Goals Made: How many shots, excluding free throws, the player has made.
FG%	Field Goal Percentage: The percentage of field goals made, calculated by dividing the number of field goals made by the number of field goals attempted.
FTA	Free Throws Attempted
FT	Free Throws made
FT%	Free Throw Percentage: The percentage of free throws made, calculated by dividing the number of free throws made by the number of free throws attempted.
3P%	Three Point Percentage: The percentage of three point shots made, calculated by dividing the number of three point shots made by the number attempted.
PT	Point Total: Total points scored.
RB	Rebounds: Total number of rebounds.

You can also view each player's statistics for the last year.

- To View the statistics from the 1992-93 season: Press **A**.

MIN	Minutes played.
PPG	Points scored per game, including free throws.
AST	Assists.
PF	Personal fouls.
DQ	Disqualifications (the number of games a player fouls out).
BK	Shots blocked.
STL	Steals.

Streaks, Slumps and Fatigue

All players have their on days and their off days. The cagers in NBA SHOWDOWN are no exception. Sometimes a player gets hot. It seems every shot he puts up drops. Other days the same player couldn't make an unguarded layup. Streaks and Slumps usually don't last more than seven games, and you can bet Ron Barr and K.C. Darty will let you know if a player has been exceptionally hot or cold. It's your job to make sure the hot player gets a lot of court time and the cool player rides it out on the pine or takes fewer shots.

Fatigue can affect both a player and a team. If a player has been logging a lot of court time, or if he has been injured (INJURIES ON mode only), he can experience fatigue. This fatigue often leads to the player's HEALTH rating to diminish faster than it normally would; sometimes it leads to additional injuries. Make sure you rest even your best players now and then.
Team fatigue occurs after a team plays over its head for about five games. Coming off a big winning streak, a team is certainly going to experience a letdown. And the players' bodies have to be tired and beat up. If your team rises to the occasion and beats better teams or absolutely crushes teams of equal caliber, expect a toll to be taken sometime within the next few games.

TEAM AND PLAYER CHARACTERISTICS

Your players are modeled after their real NBA namesakes using their stats from the 1992-1993 season. Game play is designed to be real. If you try to make Patrick Ewing into a 3-point threat or Tom Chambers into a point guard, you're in for a long night of losing. Try to turn the Celtics into a fastbreak team, and you may wind up turning the ball over more often. Try making the Warriors play a half-court game and you'll stunt their explosive scoring potential. Remember, play up your strengths and try to minimize your weaknesses. That's the way you win games!

This appendix contains up-to-date facts about all 27 of the 1992-93 NBA teams, as well as recent historical facts about world champions and MVPs.

New York Knicks: *Atlantic Division - Eastern Conference, '92/'93 record 60-22*

With the best record in the East, the Knicks fell just short of fulfilling everyone's expectations of an NBA Finals appearance. MVP candidate Patrick Ewing continued his domination inside by leading the team in scoring (24.2 ppg), rebounds (12.1 pg), and blocks (1.99 pg). Both Charles Oakley and Charles Smith complemented Ewing's play by taking much of the inside burden off of the All-Star center. Fiery John Starks also made some welcomed contributions to the Atlantic Division champions. His outstanding shooting performance in the Eastern Conference Finals gave Chicago a run for their money.

Orlando Magic: *Atlantic Division - Eastern Conference, '92/'93 record 41-41*

SHAQ.....The sound says it all. Thunder-Dunking Shaquile O'Neal ushered in an exciting new era to Orlando. The NBA's newest star was nothing short of spectacular. In addition to his intimidating defense (3.3 blocks pg), O'Neal led the team in scoring (23.4 ppg) and rebounds (13.9 pg). The Rookie of the Year trophy is a nice starting piece for the superstar's future NBA hardware collection. As a team, the Magic benefited from the rookie's performance by nearly making their first playoff appearance. Among other notable performers, point guard Scott Skiles distributed the ball well with 9.4 assists pg. Owning the #1 pick in the draft, the future looks even brighter for the Magic. Look for the Shaq to lead the Magic into the playoffs this year with one of the most powerful frontcourts in the NBA.

Philadelphia 76ers: *Atlantic Division - Eastern Conference, '92/'93 record 26-56*

With virtually all new faces, the Sixers were hard pressed to establish a new identity. Led by veteran Hersey Hawkins, who led the team in scoring (20.3 ppg) and steals (1.69), the Sixers put together a few fine games. Off season acquisition Jeff Hornacek made strong contributions offensively, with 19.1 ppg and 6.9 assists pg, while rookie Clarence Weatherspoon successfully stepped in at power forward trying hard to make the fans forget about the Charles Barkley era. With the #2 pick in this year's draft, look for the Sixers to significantly improve on this year's disappointing season.

Washington Bullets: *Atlantic Division - Eastern Conference, '92/'93 record 22-60*

The Bullets, slowed by injuries, had a tough year putting together any chemistry. Center Pervis Ellison's injury was a major blow to the team. The positive aspects of the year were the play of All-Rookie Tom Gugliotta and Harvey Grant. The multi-talented Guliotta proved he could score, pass and rebound on a consistent basis. The much underrated Harvey Grant led the team in scoring (18.6 ppg). The backcourt was led by super quick, 3-point bomber Michael Adams and Rex Chapman. The Bullets must be more consistent in order to improve.

New Jersey Nets: *Atlantic Division - Eastern Conference, '92/'93 record 43-39*

As their playoff performance against the Cavaliers displayed, the New Jersey Nets are a young team whose individual talents are just beginning to gel. Kenny Anderson, The NBA's most improved player, distributed the ball well (8.2 assists pg), and the late Drazen Petrovic became one of the best shooting guards in the league. With the coming together of this group, look for team-leading scorer Derrick Coleman (20.7 ppg) and the Nets to give another solid performance in the tough Atlantic Division.

Miami Heat: Atlantic Division - Eastern Conference, '92/'93 record 36-46

The Heat fell off a bit from the form that took them to the playoffs last year. An early season injury to guard Steve Smith devastated the Heat. Glen Rice continued to impress the rest of the league with his scoring ability; he lead the team in scoring (19 ppg). The continued improvement of center Ron Seikaly is a must in order for the Heat to compete in the East—Seikaly led the team in rebounding and played strong in the paint. Rookie Harold Miner displayed his sky walking ability this year, most notedly when he won the Slam Dunk Contest at the All-Star game. The Heat will need to be injury free in order to compete in this ever improving conference.

Boston Celtics: *Atlantic Division - Eastern Conference, '92/'93 record 48-34*

The aging Celtics played their first season in years without the legendary Larry Bird. Now they've lost Kevin McKale to retirement. New Captain Reggie Lewis stepped up and led the team in scoring (20.8 ppg). The exciting Dee Brown provided fans more than a few highlights with his explosive leaping ability. Robert Parish will be back after another steady year: the Chief showed he can still play at a high level. The Celtics must receive consistent play from the guard position and the young front court players in order to improve.

Milwaukee Bucks: *Central Division - Western Conference, '92/'93 record 28-54*

The new look Bucks brought in many new faces, including coach Mike Dunleavy. Explosive leaping Blue Edwards and hard working Frank Brickowski led the team in scoring. Edwards' spectacular dunks pleased crowds around the league. The emergence of point guard Eric Murdock and power forward Anthony Avent were nice surprises for the Bucks. This team is young and and inexperienced, but very talented and hungry. The Bucks will always be competitive, but it will be tough for them to make the playoffs.

Atlanta Hawks: *Central Division - Eastern Conference, '92/'93 record 43-39*

The Hawks made an appearance in the playoffs after a year's absence. Dominique Wilkins returned to his high flying, spectacular repertoire after sitting out most of last season with a potential career ending injury. 'Nique finished second in the NBA in scoring (29.9 ppg). The addition of Mookie Blaylock at the point guard position gives the Hawks the direction they were looking for. Young Stacey Augmon's stellar defense and Kevin Willis' board work are vital to this team's success. After a year of playing together, look for the Hawks to improve.

Charlotte Hornets: *Central Division - Eastern Conference, '92/'93 record 44-38*

The Hornets are the team of the future. With the addition of Alonzo Mourning to an already young, talented team, the Hornets looked strong in their first playoff appearance. Mourning, runner-up for Rookie of the Year, averaged 21 ppg, 10.3 rebounds, and 3.47 blocked shots. All-Star Larry Johnson, dynamo Mugsy Bouges and the ultra-talented Kendall Gill give the Hornets a awesome nucleus for the future. Look for the Hornets to be a mainstay in the playoffs.

Chicago Bulls: *Central Division - Eastern Conference, '92/'93 record 57-25*

The Bulls won their 3rd consecutive championship with great team defense, a strong bench and contributions from a variety of players. Michael Jordan led the league in scoring for the 7th consecutive season at 32.6 ppg. All-Star, do-everything Scotty Pippen provided the Bulls with scoring, rebounding and outstanding defense. Point guard B.J. Armstrong stepped into the starting lineup and led the NBA in 3 point field goal percentage. The work horse of the team, leading the Bulls in rebounding and playing tough

physical defense all year, was Horace Grant. The Bulls are on a roll and gaining experience every year, don't count them out to win a fourth championship.

Cleveland Cavaliers: *Central Division - Eastern Conference', 92/'93 record 54-28*

The Cavs have been among the league's elite for the past few years; however, they can't seem to get past those Chicago Bulls! Point guard Mark Price was named 1st team All-NBA after another great season. Price is the man who really makes the Cavs go; he led the team in assists and averaged 18.2 points a game. All-Star Brad Daugherty proved once again he is one of the top centers in the league (20.2 ppg and 10.2 rpg). The addition of Gerald Wilkins gave the Cavs explosiveness and flare. Veteran Larry Nance was among the league leaders in block shots. This team is still dangerous and will be right there again come playoff time.

Detroit Pistons: *Central Division - Eastern Conference, '92/'93 record 40-42*

The Pistons missed the playoffs for the first time in a while. Hit by injuries, the continually changing team lacked cohesiveness. Dennis Rodman was a terror on the boards. "Worm" averaged a whopping 18.3 rebounds a game. The Pistons backcourt may be aging but Joe Dumars and Isiah Thomas are as tough a duo any team will face. Dumars averaged 23.5 points a game and was once again named to the NBA's All-Defense team. Thomas dished out 8.5 assists while chipping in about 18 points a game. With two lottery picks in the upcoming draft, the Pistons may be able to pick up some young talent to blend with their veteran corp. Look for the Pistons to return to the playoffs this year.

Indiana Pacers: *Central Division - Eastern Conference,'92/'93 record 41-41*

The Pacers put up a strong showing in the playoffs despite a first round loss to the Knicks. Sharpshooter Reggie Miller (21.2 ppg) proved he was not only a long range bomber, but can take it strong to the hole. The addition of point guard Pooh Richardson solidified the floor leadership. Former NBA sixth man of the year Detlef Schrempf moved into the starting lineup and made his first appearance in the All-Star game. New coach Larry Brown has won everywhere he's been, and the Pacers are hoping he can take them to the next level.

Minnesota Timberwolves: *Midwest Division - Eastern Conference, '92/'93 record 19-63*

The Timberwolves are still trying to climb out of expansion team mode. The addition of Dream Team member Christian Laetner greatly built upon the team's foundation. The all-rookie first team player contributed 18.2 ppg and 8.7 rebound pg. Both Laetner and leading scorer Doug West (19.3 ppg) will be the building blocks for the up and coming Wolves. Michael Williams added some drama to the Timberwolves season by breaking the record for consecutively made free throws.

Utah Jazz: *Midwest Division - Western Conference, '92/'93 record 47-35*

John Stockton and Karl Malone proved once again that they are a duo to be feared. The Co-MVP's of the All-Star game led the team in assists and points respectively. Stockton averaged a lead leading 12 assists a game while "The Mailman" was among the leaders in scoring (27.0 ppg). Sharpshooter Jeff Malone is a proven scorer; his deadly outside shooting really opens up the Jazz offense. The Jazz must continue to get support from their bench if they want to remain a force in the West.

Houston Rockets: *Midwest Division - Western Conference, '92/'93 record 55-27*

After the All-Star break, no team had a better record than the Rockets. Hakeem Olajuwon, a true franchise player, put up MVP-like numbers. "Dream" averaged 26.1 points, 13 rebounds, and 4 blocks per game. Olajuwon also led the team in steals and passed out of double teams effectively, averaging a career high 3.5 assists per game. Number one draft pick Robert Horry arrived with some controversy after the Rockets bypassed more well known players to get him. He responded by having an All-Rookie season helping the Rockets shore up their front line. The back court was led by 3-point bomber Vernon Maxwell and speedy Kenny Smith. Look for the Rockets to challenge for the top spot in the West.

San Antonio Spurs: *Midwest Division - Western Conference, '92/'93 record 49-23*

The Spurs were once again a force in the West. New coach John Lucas brought enthusiasm and direction to this multi-talented team. Dream Teamer and All-Star David Robinson led the team by averaging 23.4 points, 3 blocks and 11 rebounds per game. Powerhouse Sean Elliot made the All-Star game for the first time. New comers included J.R. Reid, Dale Ellis and playground legend Lloyd Daniels. Watch for the Spurs to finally challenge for the top spot in the West

Dallas Mavericks: *Midwest Division - Western Conference, '92/'93 record 11-71*

The Mavericks barely avoided having the all-time worst record in the NBA. The young Mavs were led by veteran point guard Derrek Harper, who led the team in both scoring and assists. Number one draft pick Jimmy Jackson did not sign until mid season and only played in 28 games; however, he showed enough talent to give the team hope for the future. Front court players Terry Davis and Sean Rooks worked hard inside and gained valuable court time this year. New coach Quinn Buckner inherits a team with little experience and talent. It will take time, but look for the Mavs to improve.

Denver Nuggets: *Midwest Division - Western Conference, '92/'93 record 36-46*

Guard Chris Jackson,,now known as Mahmoud Abdul-Rauf, continued to improve and play up to the top billing he had coming out of college. Jackson led the team in scoring (19.2 ppg) and was consistently dependable throughout the year. Dikembe Mutombo followed up his sensational rookie year with a fine sophomore season. Mutombo was among to league leaders in rebounds and block shots. All-Rookie LaPhonso Ellis added enthusiasm and power to the team (14.7 ppg and 9.1 rpg). The Nuggets are a young and improving team, but in a division of powerhouses it will be tough for them to make a run at the playoffs.

Golden State Warriors: *Pacific Division - Western Conference, '92/'93 record 34-48*

With injuries to virtually every key player, the Warriors suffered through a sub par year. All-Star Chris Mullin, Billy Owens and Sarunas Marciulionis missed most of the year with injuries. Still, many opponents fell prey to Tim Hardaway's vicious cross over this year as he averaged 21.5 ppg and 10.6 assist per game. The emergence of Tyronne Hill as a physical rebounder and the surprise play of All-Rookie Latrell Sprewell make the Warriors future look bright. With everyone healthy and a #3 pick in the lottery, the Warriors should make a return to the playoffs.

Seattle Supersonics: *Pacific Division - Western Conference, '92/'93 record 55-27*

The Sonics are a big and talented team. It's hard for any team to match up with them. This is a deep and hungry squad that is finally beginning to gel. New coach George Karl has a group of young talent led by the explosive Shawn Kemp (17.8 ppg), and savvy point guard Gary Payton. The late season addition of Sam Perkins proved pivotal as he and sharpshooter Rickey Pierce brought the Sonics within one game of the NBA Finals. The Sonics are poised to step up to the next level. Look for this young crew to make their presence known.

Los Angeles Clippers: *Pacific Division - Western Conference, '92/'93 record 41-41*

The Clippers returned to the playoffs this year, making a strong showing against the Rockets, though eventually losing the series. Leading scorer Danny Manning (22.8 ppg) made his first appearance in the All-Star game. Ron Harper teamed up with newly acquired Mark Jackson to form an exciting backcourt. Steady Ken Norman, along with beefy frontliners Stanley Roberts and John Williams, must continue to contribute for the Clippers if the team is to return to the playoffs.

Los Angeles Lakers: *Pacific Division - Western Conference, '92/'93 record 39-43*

The Lakers struggled this year under first year coach Randy Pfund, but turned it up during the playoffs. Veterans James Worthy and A.C. Green really stepped up their games. Worthy was incredible during the

playoffs when the Lakers took the Suns to five games. Point guard Seadal Threatt led the team in scoring and assists (15.1 ppg and 6.9 apg). Rookie Anthony Peeler showed flashes of explosiveness and scoring ability. Young players like Elden Campbell and Doug Christie must produce if the Lakers are to return to the playoffs.

Sacramento Kings: *Pacific Division - Western Conference, '92/'93 record 25-57*

All-Star Mitch Richmond is the leader of this young, talented team. Richmond had a great season (21.9 ppg) before breaking his hand at midseason. Veteran point guard Spud Webb really pushes the ball up in the King's open court system. Rookie sensation Walt "the Wizzard" Williams and Lionel Simmons could be future stars in this league. If the Kings can put together an injury free, cohesive season, they'll be a force to contend with. Look for them to challenge for a spot in the playoffs.

Phoenix Suns: *Pacific Division - Western Conference,'92/'93 record 62-20*

The Suns ran their way to the best regular season record in the NBA. MVP Charles Barkley averaged a mean 25.6 points per game while powering down an average of 12.2 rebounds per contest. Sir Charles lent his fierce competitive attitude to the team. Blazing point guard Kevin Johnson was slowed by injuries, but when healthy showed why he is one of most dangerous players in the league. The 3-point shooting of Danny Ainge and All-Star Dan Majerle helped the Suns put points on the board quickly. Young players like Richard Dumas and rookie Oliver Miller add depth to this already potent team. Playing in the '93 finals should add legitimacy to their title run in '94.

Portland Trailblazers:*Pacific Division - Western Conference, 92/'93 record 51-31*

A perennial power in the West, the Blazers were hurt late in the season by injuries. Veteran guard and Olympian Clyde Drexler went down late in the season and was not at full strength in the playoffs. "Clyde the Glide" led the team in scoring (19.9 ppg). The hustle and strong play of forward Cliff Robinson earned him the NBA's Sixth Man of the Year award. Guards Terry Porter and Rod Strickland were steady performers in the backcourt. The Blazers must be ready for a strong campaign, as the rest of the teams in the West are ready to challenge.

Credits

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Development Producer: **Rob Martyn**
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